Carbide.c++ Tips

Use the latest version

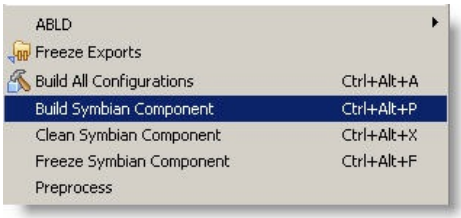
Ensure you are using the most up to date version of Carbide.c++ and that your machine meets the minimum system requirements to run Carbide. You can download the latest version of Carbide.c++ from Nokia Developer.

Build only what you need

Many new Carbide.c++ users import a monolithic project into Carbide.c++ and always build from the bld.inf file. Even though the Carbide.c++ team has made great improvements to the performance of dependency tracking, it can still be quite slow to run the makefile dependencies on large projects.

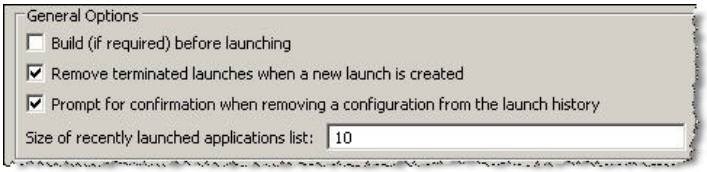
There are a couple of options which trim down the build (after your initial complete build).

1. Open the Carbide.c++ **Project Settings** page (**Project > Properties > Carbide.c++ > Project Settings**), enable **Selected Components** and select just the components that you need to build.
2. Use **Build Symbian Component (CTRL+ALT+P)** on the source file (CPP/RSS) you are working with. The parent MMP will be built automatically. Then follow the next tip.



Turn off "Build (if required) before launching" in the Launching preference panel

This is especially useful for large projects where dependency checking can take a long time. Even though Carbide.c++ won't rebuild things that it does not need to it must still perform a dependency check on each makefile. If you ensure that your builds are up to date you can disable this check.



Fix your icon makefile dependencies

This probably doesn't impact anyone working with Raptor-ized code since you should be using the new PRJ_EXTENSION for building scalable icons.

Launch epoc.exe instead of your executable when debugging

You don't always need to kill *epoc.exe* between debug sessions. Just close the application you are debugging, close the folder in which your application icon resides and rebuild. You can restart the application within the emulator. This doesn't work for all applications because the emulator locks some files on startup.

Select **Run > Debug Configurations > Symbian OS Emulation**. Set the **Process to Launch** field to *epoc.exe*. One consequence of launching *epoc.exe* instead of your application is that the emulator will start slowly the first time. After that you should not need to restart the emulator each time you debug your application.

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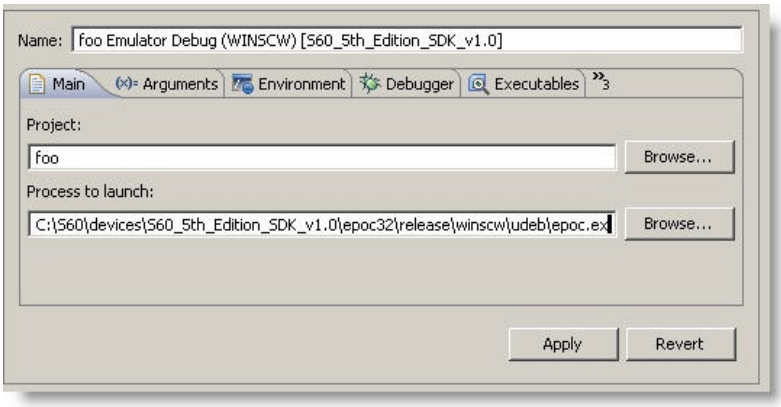

Learn the key Carbide.c++/Eclipse short cuts

Many of the features buried in the various Carbide.c++ menus can be run using keyboard shortcuts (key combinations).

Tip: Do you have a favourite tip for using Carbide.c++? Share it with us here!

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